Dead to Rights II®

MATURE 17+

M

CONTENT RATED BY ESRB

namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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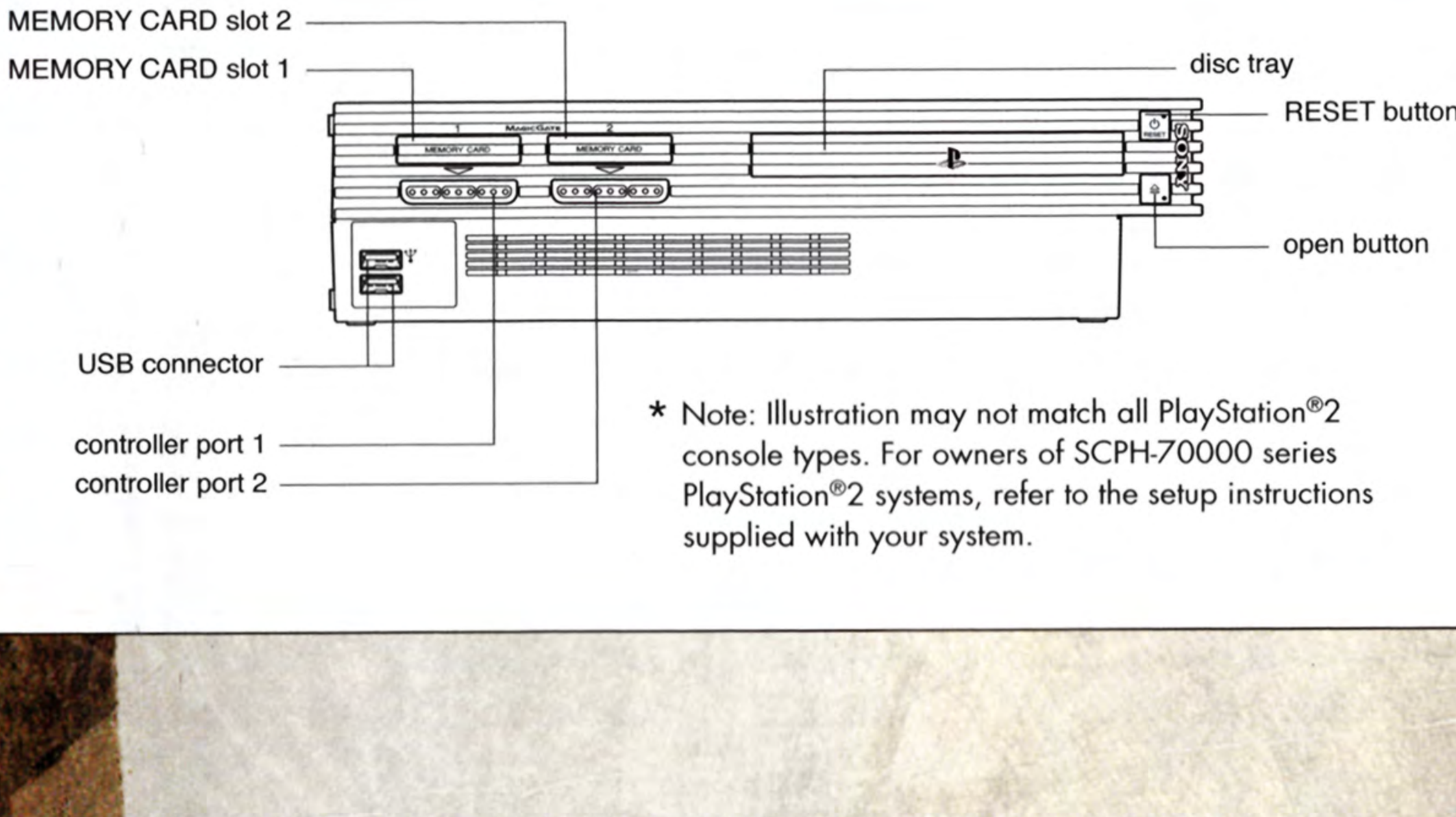
GETTING STARTED



* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

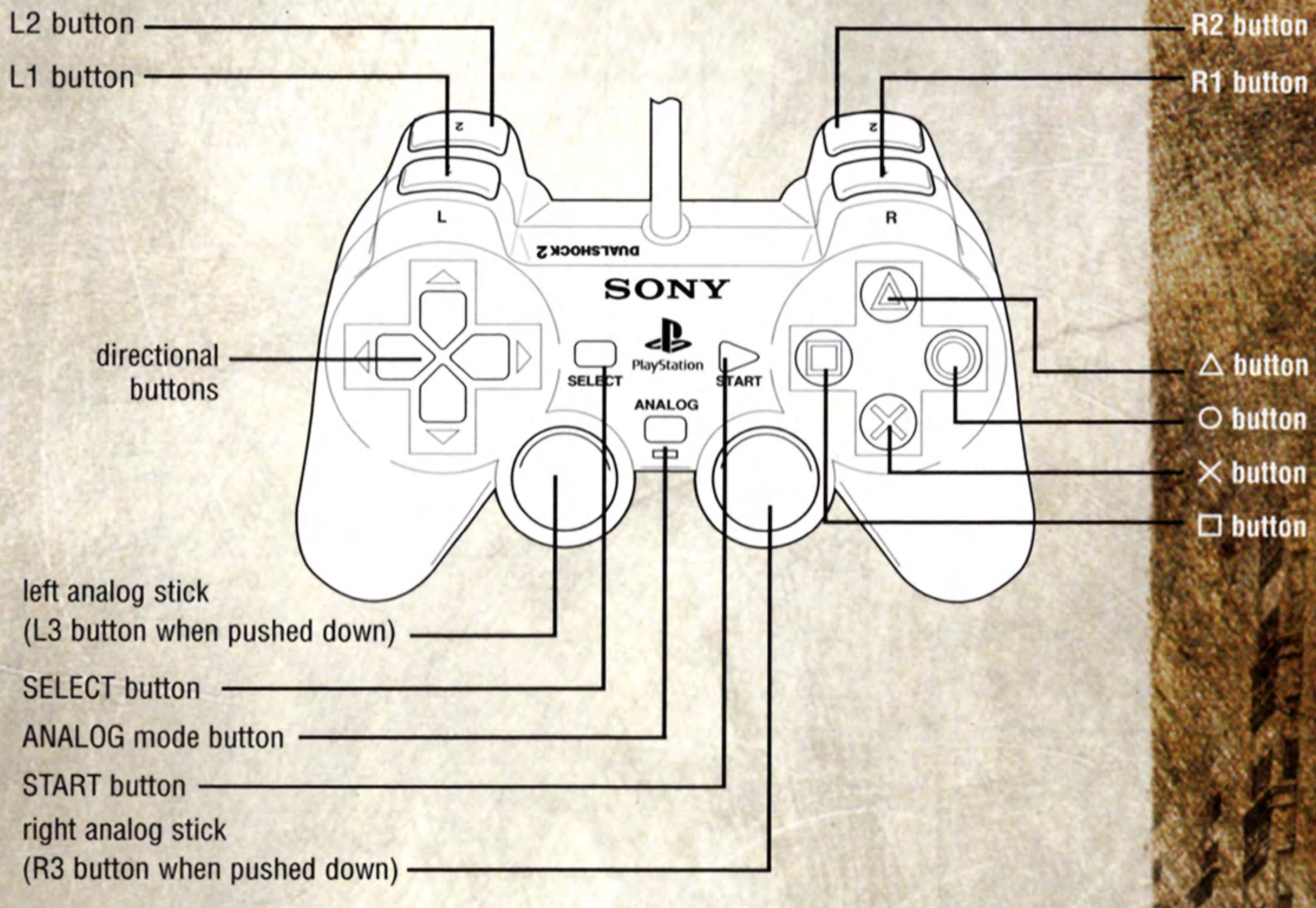
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned **ON**. Press the **RESET** button. When the power indicator lights up, press the **OPEN** button and the display will open. Place the *Dead To Rights® II* disc on the disc tray with the label side facing up. Press the **OPEN** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games. A saved game's data takes up 107KB.

STARTING UP

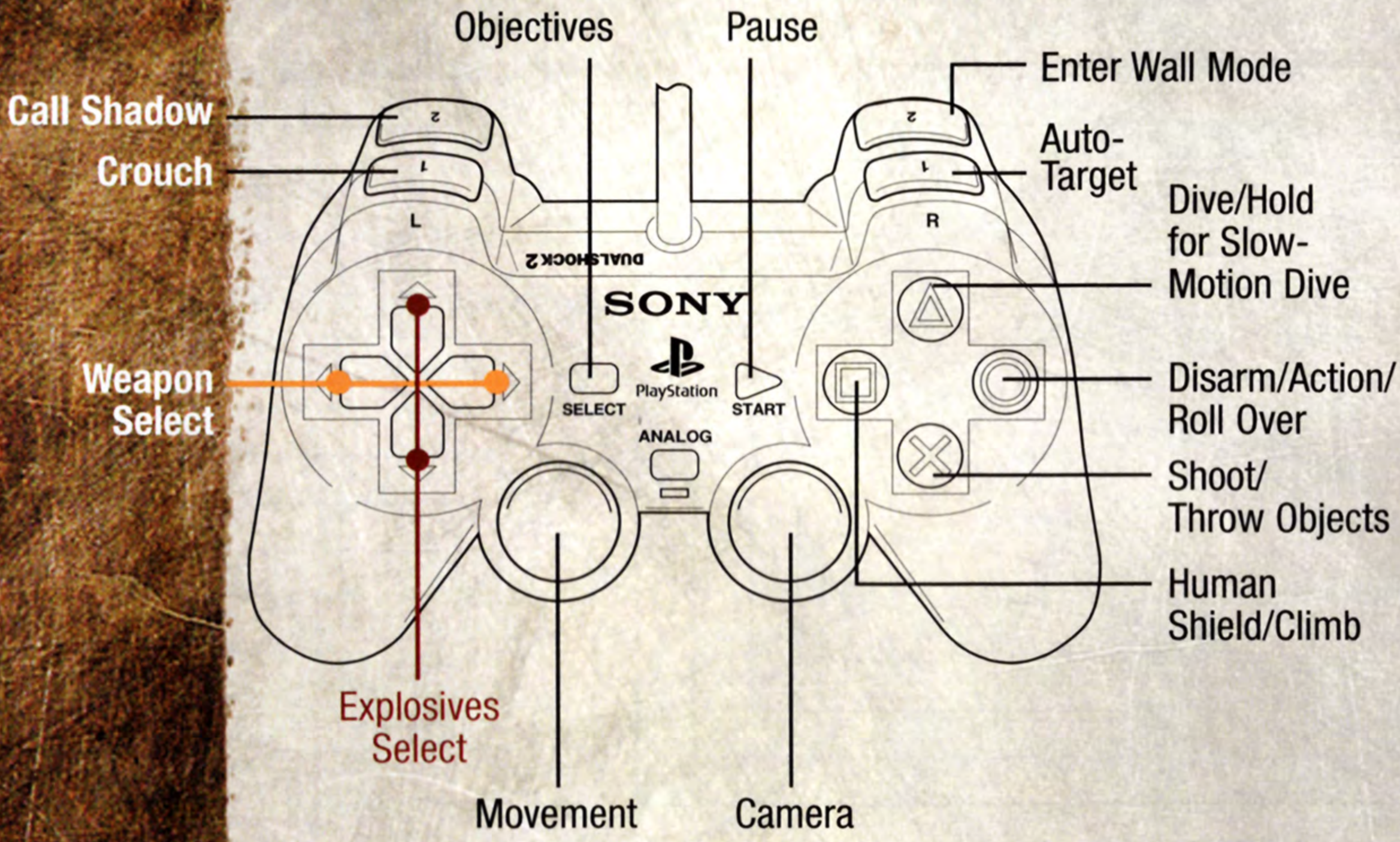
DUALSHOCK®2 analog controller configurations



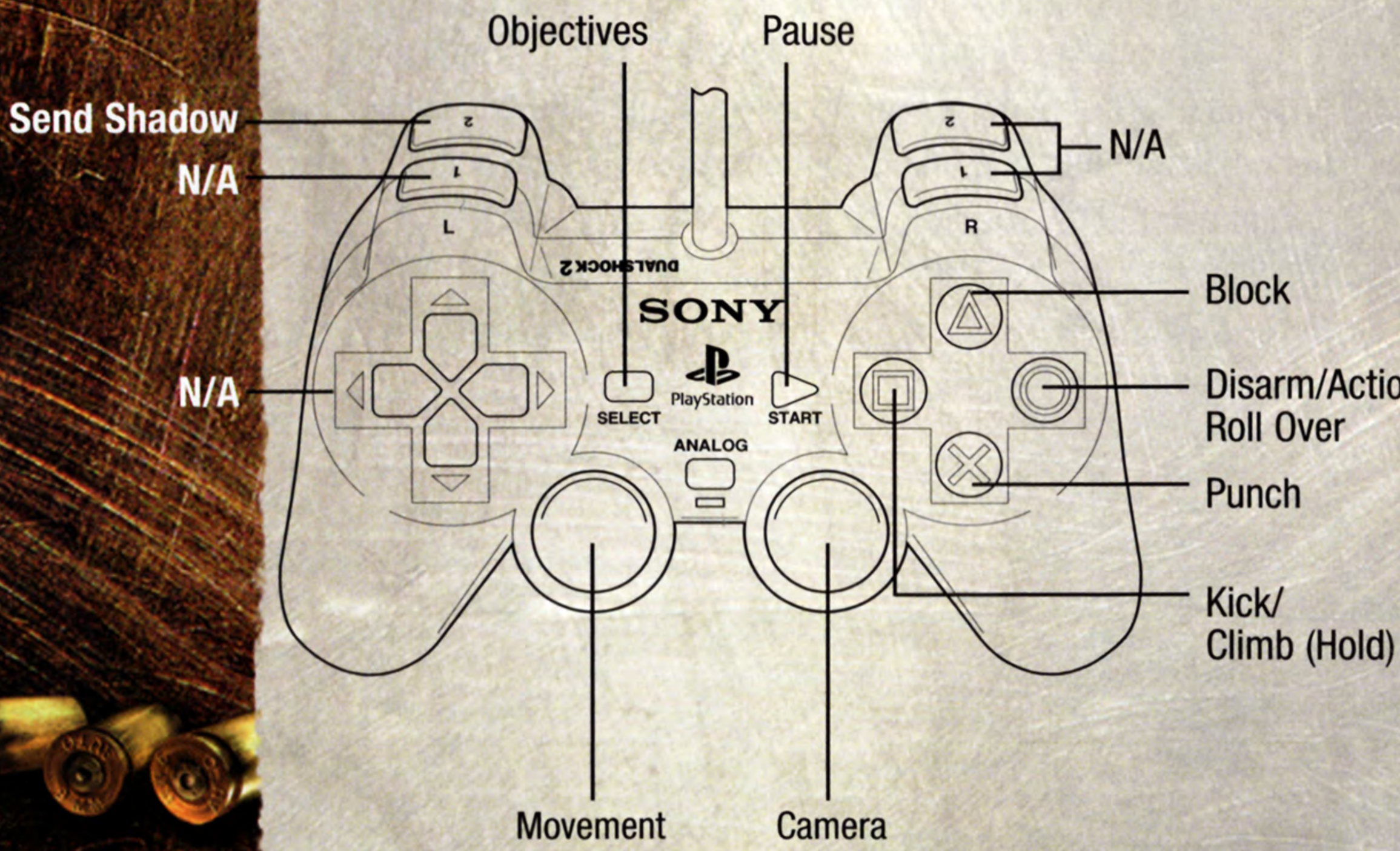
To select menu options, use the ⬆ and ⬇ directional buttons to navigate the menu options. Highlight the desired option and press the ✕ button to accept. To select a menu option, follow the on-screen button prompts and press the ✕ button to accept and the △ button to go back. *Dead To Rights® II* supports the DUALSHOCK®2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

CONTROLS

Armed/Gunfight



Unarmed/Close Combat



MAN'S BEST FRIEND. CRIME'S WORST NIGHTMARE.

While investigating the kidnapping of a distinguished judge and family friend, Jack Slate uncovers a labyrinth of corruption and betrayal—reaffirming there's only one loyalty he can ever really trust. In this prequel to the hit 3rd-person shooter, Grant City's finest returns with nastier disarms, spherical slow-motion dives and the fiercest crime-fighting weapon known to man, his best friend Shadow.

MAIN MENU

Use the main menu to start a new game, load a previously saved game or change the game options.

GAME MODES

New Game

Start the story and uncover the truth in all its bloody glory. In the beginning, you can only select Normal and Easy levels. All other on-screen options become unlocked as you progress through the game.

Load Game

Here you can load a previously saved game and continue with the mayhem.

Instant Action

Show what you're made of by battling through four intense situations. Get out alive or start all over again. Here you have the same initial menu options as New Game.

Bonus

Play through Story Mode and Instant Action Mode to unlock art galleries, more advanced difficulties and additional weapons. You can also view the credits of the people behind the scenes.

Options

Use this menu to change the game settings.

Sound Effects Volume

Change the volume of the sound effects during play.

Music Volume

Change the volume of the music during play.

Reverse Horizontal Axis

Invert the way the camera moves on its horizontal axis.

Reverse Vertical Axis

Invert the way the camera moves on its vertical axis.

Vibration

Enable or disable vibration during play.

Audio

Switch the audio output between Mono, Stereo and Surround.

Video

Switch the screen ratio between 4:3 and 16:9.

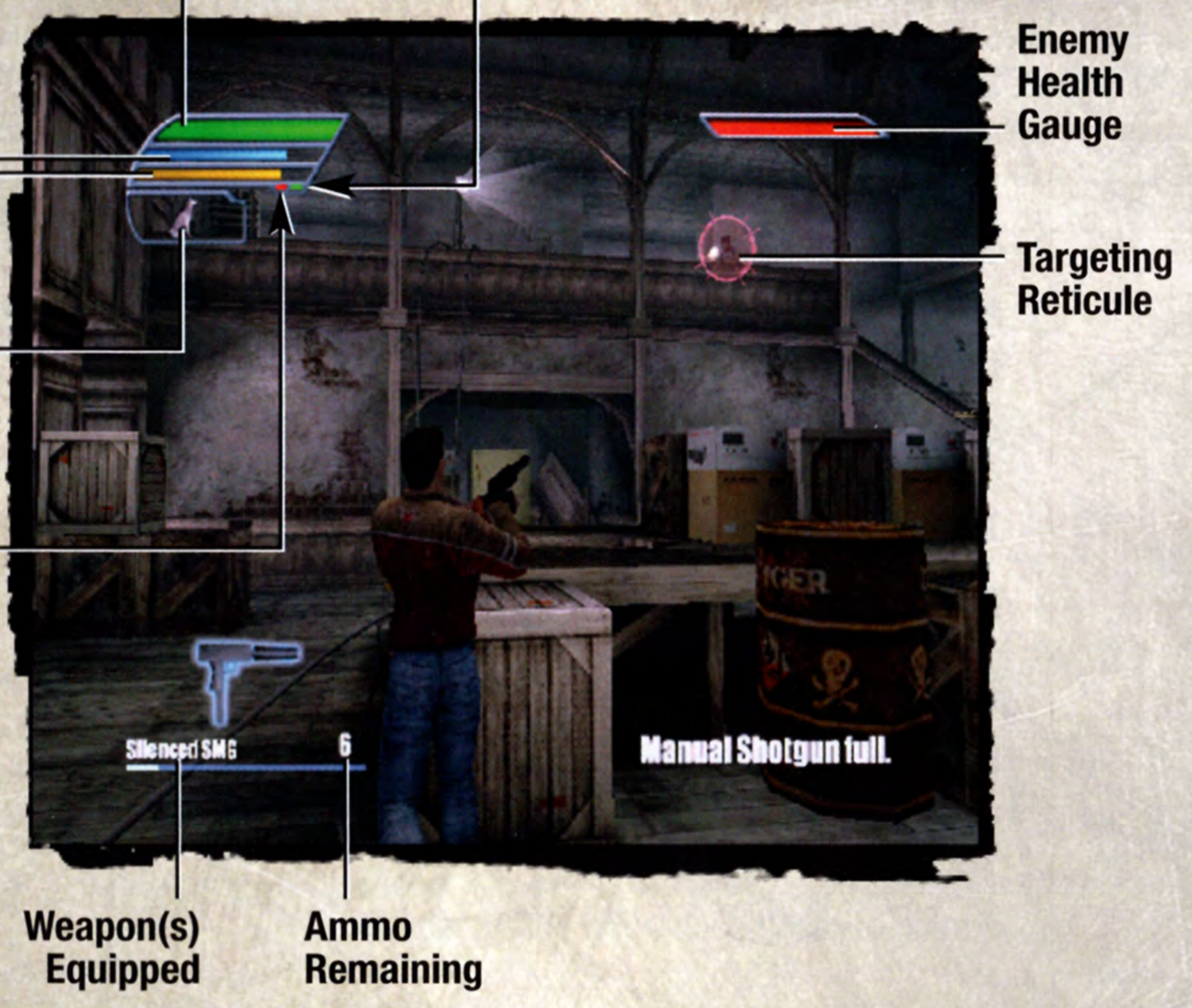
Tutorial

Select this menu to familiarize yourself with some of the important game mechanics.

Replay

Select this menu to play a previously unlocked chapter. Once you have completed a chapter, it remains unlocked and accessible in Replay Mode.

HUD



Energy Bar

This indicates the amount of life Jack has left. When the gauge is empty, the game is over.

Body Armor

Jack takes less damage when there are points left on his bulletproof vest. This gauge shows how much more punishment it can withstand.

Adrenaline Gauge

Performing slow-motion dives depletes Jack's adrenaline. The same goes for using human shields and sending Shadow. Jack recovers adrenaline constantly, but performing a disarm gives him a big boost.

Human Shield Indicator

When this icon is green, Jack can grab an enemy as a human shield. When the icon is red, he must recover more adrenaline.

Disarm Indicator

When this icon is green, Jack can perform a disarm. When the icon is red, he must wait to recover more adrenaline.

Shadow Status Icon

This icon shows whether Shadow is ready for action, seeking a target or carrying a weapon back to Jack.

Weapon(s) Equipped

This represents the weapon(s) Jack currently carries.

Ammo Remaining

This number shows how many shells are left in the currently selected weapon.

Targeting Reticule

Jack's current target is highlighted with this reticule.

Enemy Health Gauge

The red bar represents the targeted enemy's remaining life.

KEY GAME MECHANICS

Disarms

The ability to perform disarms is a signature feature of *Dead to Rights® II*. When Jack is standing in front of an enemy, press the ◉ button to grab an enemy and perform one of many deadly disarms. Performing a disarm equips Jack with the enemy's active weapon. Use the directional button with the disarm action to perform a variety of different disarms.

If Jack is behind an enemy and attempts to perform a disarm, he will snap the enemy's neck instead.

Warning: *Bosses are immune to disarms and will knock Jack off.*

Human Shield

During a gunfight, when Jack is standing near an enemy, press the ● button to grab an enemy and use him as a human shield. Holding a human shield depletes Jack's adrenaline. Press the ● button again to kill the enemy.

Wall Mode

With all the bullets that fly in *Dead to Rights® II*, sometimes you need to take cover. While standing near a wall or a flat surface, press the R2 button to enter Wall Mode. Jack can shimmy left or right along the surface and even peek around corners. Press the **Auto-Target** button and then the **Fire** button to spin out from hiding and shoot the targeted enemy. Jack can also enter Wall Mode while crouched.

Shadow

Shadow is Jack's best friend and can be summoned to assist him in several ways. He can perform kills, immobilize enemies and pick up weapons for Jack. Press the L2 button while locked onto an enemy (using the R1 button) to send Shadow to attack.

Shadow's actions are linked to the adrenaline gauge. If the gauge is full, Shadow performs an immediate kill. If the adrenaline gauge is less than full, Shadow immobilizes the enemy by biting his hands. If no enemy is targeted, Shadow retrieves an available weapon from nearby.

Spherical Slow-Motion Diving

Slow-motion dives are one of the most gratifying features of *Dead to Rights® II*. If adrenaline is available, press and hold the **Dive** button to perform a slow-motion dive to get more airtime and take out multiple enemies. Press and hold the △ button and hold any of the four directions using the left analog stick to perform a dive toward the selected direction. While diving, hold **Auto-Target** (using the R1 button) and use the right analog stick to cycle through the available enemies around Jack.

Tap the **Dive** button again while diving to return to normal speed. When the adrenaline gauge is depleted, a slow-motion dive returns to normal speed automatically.

Roll Over

While running toward an obstacle one meter or less in height, press the ◉ button to roll over the object.

Hint: *Try to quickly press the dive button while rolling to perform a combo roll and dive.*

Climbing

When standing in front of an object one meter or less in height, press the ■ button to climb up on the object. Some areas require Jack to climb over objects to progress further into the level.

WEAPONS

Jack Slate can use a multitude of weapons to get to the bottom of this case. As you play through the levels, you'll acquire better and more powerful weapons, either by finding them or collecting them from the corpses of fallen enemies.

Below is a partial list of the available weapons.

Pistols

.45 Auto

Silenced Pistol

Shotguns

Sawed-off Shotgun

Manual Shotgun

Machine Guns

Cabal SMG

Russian AMG

Cabal Rifle

Melee Weapons

Katana

Metal Bat

Explosives and Such

Canister

Molotov

Grenade

CHARACTERS

Jack Slate

Police detective and protagonist. Jack has trouble controlling his violent tendencies.

Shadow

Jack's best friend and partner in the K9 unit.

Alfred McGuffin

Judge, Slate family friend and kidnapping victim.

Ruby

Stripper and informant. Jack and Ruby are very close. It seems there may have been some romantic history between the two.

Hector Crooz

Pornographer, gangster low-life and all-around bad guy.

Steve Houstown

Leader of the Death Riders biker gang. A small-time crook, in over his head.

Hong-Tse

Prominent Chinese Triad who runs the Black Dragons.

Granjov

Blanchov's bodyguard. Ex-Soviet military, he carries a bulletproof attaché case.

Robert Blanchov

A.K.A. Boris Petrenko. One-time underworld player who now runs casinos and is campaigning for office as a senator.

GAMEPLAY TIPS

- Use your environments. Jack can use corners to give him the upper hand. And don't forget to climb and roll into a safer locale.
- Use your enemies. Human shields save lives! (Well, Jack's anyway.)
- Line 'em up. Jack's aim isn't perfect, but the more enemies you see clustered together, the better the chances of a stray bullet hitting a scumbag.
- Shadow is Jack's best friend for a reason. Use him to save bullets and health.
- If you're not sure what to do next, press the **SELECT** button to see your Objectives.
- Make use of health packs and body armor scattered throughout the levels.

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